KAZUMI YANAI

Senior Game & Full Stack Developer

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SUMMARY

Enthusiastic and innovative Unity & Web developer with expertise in C#/C++, Javascript, Typescript, and Unreal Engine. Proven ability to create immersive and visually stunning experiences. Adept at collaborating with cross-functional teams and passionate about pushing the boundaries of interactive technology.

EXPERIENCE

Senior Game & Full Stack Developer
CoinRacer

📅 01/2022 - 12/2023

- Developed blockchain-based applications using Unity, enabling the creation and trading of NFTs.
- Implemented smart contracts for in-game assets, ensuring transparency and security.
- Integrated Three.js and WebGL for web-based 3D NFT viewing experiences.
- Created a decentralized in-game economy, boosting player engagement and retention.
- Implemented CI/CD pipelines for continuous deployment of blockchain updates.

Unity & AR Developer
Groove Jones

📅 12/2019 - 12/2021

- Led the development of AR games, integrating Unity AR SDKs to create engaging user experiences.
- Implemented real-time multiplayer functionality, enhancing player interaction and competition.
- Collaborated with UX designers to optimize user interfaces for AR environments.
- Successfully launched "RealTag", achieving over 1 million downloads within the first month.
- Spearheaded the integration of ARKit and ARCore for cross-platform compatibility.

Unity & VR Developer
UniVirtual

📅 03/2017 - 11/2019

- Designed and developed VR training simulations for education industry, improving training efficiency.
- Utilized Unity DOTs and ECS to optimize simulation performance and realism.
- Collaborated with subject matter experts to ensure accuracy and effectiveness of training modules.
- Reduced training time by 30% through the implementation of realistic VR scenarios.
- Received commendation for outstanding VR training module from "National Education Association".

Game Developer
Taito

📅 02/2015 - 02/2017

- Integrated Unity with 3ds Max and Maya, streamlining the workflow for 3D, 2D model importing.
- Excellent programming skills in Unity & C#, understanding of OOP and coding best practices.
- Developed custom shaders to achieve photorealistic rendering for architectural visualization projects.
- Collaborated with artists to optimize assets for real-time rendering in Unity.
- Implemented efficient UV mapping techniques, reducing load times for large-scale 3D scenes.

EDUCATION

Bachelor's Degree in Computer Science
Yokohama National University

📅 04/2011 - 01/2015

SKILLS

Programming

C#/C++   Javascript   Typescript   GDScript   Python   PHP

Game Engines

Unity 3D   Unreal Engine   Godot

Web Development

React   Three.js   WebGL   Angular   Vue.js   Node.js   AWS

3D Modeling and Animation

Blender   3ds Max   Maya   ZBrush   Substance Painter   Keyshot   Cinema 4D

Blockchain and Web3

NFT Marketing   Smart Contracts   ChainSafe   Moralis

CI/CD and Testing

Git   JIRA   Test Driven Development

STRENGTHS

Innovative Developer

Passionate about pushing the boundaries of interactive technology through innovative development solutions.

Collaborative Team Player

Adept at collaborating with cross-functional teams to achieve project goals and deliver outstanding results.

Specialized in Unity 3D

Expertise in Unity 3D for creating visually stunning and immersive gaming experiences.